




INSTRUCTIONAL ANALYSIS: VOICE Skill: 1.2 (2 of 5)**1. VOICE GOAL ANALYSIS/SKILL ANALYSIS**Learn to **identify**, **select** and **program** a VOICE on a NC/TC/Fusion

STRAND:	VOICE/EMPOWER
DOMAIN:	Motivational
Objective:	Given an interactive booklet, participant will identify different Voices

Skill (2 of 5)

1.2	Observe people talking with Systems (scenarios)
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1.2 INFORMATION PRESENTATION: (booklet and interactive booklet): PRIMARY ERROR: PRESENT TOO MUCH INFORMATION		Page 2: TALKING "What do these People have in common? What do you think?" Three .mov's on page. Each .mov showcases a person using a device successfully in real life. Each scenario will have background people signing, speaking different languages, talking on phones, singing 'hello SIRI' etc.
	1.2.1-wedding 1.2.2-spanish 1.2.3-intro self	Write storyline for each .mov or scenario (for print based booklet) to do
1.2 STUDENT PARTICIPATION:		Participant will click on video and listen
1.2 FEEDBACK:  -page visit		When page has been visited, an animated heart will appear. Also links to Saltillo COACH site will always be on each page
1.2 MEASUREMENT/EVALUATION  Avatar		 When person has viewed page, heart will appear on page-(see assigning 'Stages' Storyline1 software). Can heart be animated/Speak? If all pages explored (4 hearts) avatar pops up and says "Woo Hoo, want to know more? Or "Click Here and Listen to First Man on the Moon"- some reward that is related to voice.
1.2 STUDENT PARTICIPATION PLATFORM:		<ul style="list-style-type: none"> Printed booklet Interactive Power Point Booklet (Storyline software) <ul style="list-style-type: none"> Sound clips .mov's Simulation Linking to emulators?

